



**UNITED STATES DEPARTMENT OF COMMERCE
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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.
09/322,914	06/01/99	RIDER	8556-006

OPT059 QM32/0207
BERESKIN AND PARR
SCOTIA PLAZA
40 KING STREET WEST-SUITE 4000 BOX 401
TORONTO ON M5H 3Y2
CANADA AIR MAIL

EXAMINER

ASHBURN, S

ART UNIT	PAPER NUMBER
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3713

DATE MAILED 02/07/01

Please find below and/or attached an Office communication concerning this application or proceeding.

Commissioner of Patents and Trademarks

Interview Summary

Application No.

09/322,914

Applicant(s)

RIDER ET AL.

Examiner

Steven L Ashburn

Art Unit

3713

All participants (applicant, applicant's representative, PTO personnel):

(1) Steven L Ashburn - Examiner.

(3) Richard Bauer - Attorney.

(2) Mike O'Neill - Primary Examiner.

(4) Mark Rider / Tony Lacavera - Inventors..

Date of Interview: 06 February 2001.

Type: a) ☐ Telephonic b) ☐ Video Conference
c) ☒ Personal [copy given to: 1) ☐ applicant 2) ☐ applicant's representative]

Exhibit shown or demonstration conducted: d) ☒ Yes e) ☐ No.
If Yes, brief description: *Inventor described motivation and invention.*

Claim(s) discussed: 1-22.

Identification of prior art discussed: *Schaiij 5/2/00, Chaum 9/28/99.*

Agreement with respect to the claims f) ☐ was reached. g) ☐ was not reached. h) ☒ N/A.

Substance of Interview including description of the general nature of what was agreed to if an agreement was reached, or any other comments: Discussed ~~objection to~~ Preliminary amendment Also discussed the inventions key aspects in comparison to prior art. Most notably, the use of a motion picture theatre in comparison to Schaiij and player interactivity in comparison to Chaum.

Interview the Applicants to point out in greater detail the connectivity of the input means - to computer - to what (A fuller description, if necessary, and a copy of the amendments which the examiner agreed would render the claims allowable, if available, must be attached. Also, where no copy of the amendments that would render the claims allowable is available, a summary thereof must be attached.) is displayed on the screen in order to avoid the interpretation of interactivity being a
i) ☐ It is not necessary for applicant to provide a separate record of the substance of the interview (if box is checked). *simple movement in a chair or waving of a hand in the theatre*

Unless the paragraph above has been checked, THE FORMAL WRITTEN REPLY TO THE LAST OFFICE ACTION MUST INCLUDE THE SUBSTANCE OF THE INTERVIEW. (See MPEP Section 713.04). If a reply to the last Office action has already been filed, APPLICANT IS GIVEN ONE MONTH FROM THIS INTERVIEW DATE TO FILE A STATEMENT OF THE SUBSTANCE OF THE INTERVIEW. See Summary of Record of Interview requirements on reverse side or on attached sheet.



**MICHAEL O'NEILL
PRIMARY EXAMINER**



Examiner's signature, if required

Examiner Note: You must sign this form unless it is an Attachment to a signed Office action.

Summary of Record of Interview Requirements

Manual of Patent Examining Procedure (MPEP), Section 713.04, Substance of Interview Must be Made of Record

A complete written statement as to the substance of any face-to-face, video conference, or telephone interview with regard to an application must be made of record in the application whether or not an agreement with the examiner was reached at the interview.

Title 37 Code of Federal Regulations (CFR) § 1.133 Interviews

Paragraph (b)

In every instance where reconsideration is requested in view of an interview with an examiner, a complete written statement of the reasons presented at the interview as warranting favorable action must be filed by the applicant. An interview does not remove the necessity for reply to Office action as specified in §§ 1.111, 1.135. (35 U.S.C. 132)

37 CFR §1.2 Business to be transacted in writing.

All business with the Patent or Trademark Office should be transacted in writing. The personal attendance of applicants or their attorneys or agents at the Patent and Trademark Office is unnecessary. The action of the Patent and Trademark Office will be based exclusively on the written record in the Office. No attention will be paid to any alleged oral promise, stipulation, or understanding in relation to which there is disagreement or doubt.

The action of the Patent and Trademark Office cannot be based exclusively on the written record in the Office if that record is itself incomplete through the failure to record the substance of interviews.

It is the responsibility of the applicant or the attorney or agent to make the substance of an interview of record in the application file, unless the examiner indicates he or she will do so. It is the examiner's responsibility to see that such a record is made and to correct material inaccuracies which bear directly on the question of patentability.

Examiners must complete an Interview Summary Form for each interview held where a matter of substance has been discussed during the interview by checking the appropriate boxes and filling in the blanks. Discussions regarding only procedural matters, directed solely to restriction requirements for which interview recordation is otherwise provided for in Section 812.01 of the Manual of Patent Examining Procedure, or pointing out typographical errors or unreadable script in Office actions or the like, are excluded from the interview recordation procedures below. Where the substance of an interview is completely recorded in an Examiners Amendment, no separate Interview Summary Record is required.

The Interview Summary Form shall be given an appropriate Paper No., placed in the right hand portion of the file, and listed on the "Contents" section of the file wrapper. In a personal interview, a duplicate of the Form is given to the applicant (or attorney or agent) at the conclusion of the interview. In the case of a telephone or video-conference interview, the copy is mailed to the applicant's correspondence address either with or prior to the next official communication. If additional correspondence from the examiner is not likely before an allowance or if other circumstances dictate, the Form should be mailed promptly after the interview rather than with the next official communication.

The Form provides for recordation of the following information:

- Application Number (Series Code and Serial Number)
- Name of applicant
- Name of examiner
- Date of interview
- Type of interview (telephonic, video-conference, or personal)
- Name of participant(s) (applicant, attorney or agent, examiner, other PTO personnel, etc.)
- An indication whether or not an exhibit was shown or a demonstration conducted
- An identification of the specific prior art discussed
- An indication whether an agreement was reached and if so, a description of the general nature of the agreement (may be by attachment of a copy of amendments or claims agreed as being allowable). Note: Agreement as to allowability is tentative and does not restrict further action by the examiner to the contrary.
- The signature of the examiner who conducted the interview (if Form is not an attachment to a signed Office action)

It is desirable that the examiner orally remind the applicant of his or her obligation to record the substance of the interview of each case unless both applicant and examiner agree that the examiner will record same. Where the examiner agrees to record the substance of the interview, or when it is adequately recorded on the Form or in an attachment to the Form, the examiner should check the appropriate box at the bottom of the Form which informs the applicant that the submission of a separate record of the substance of the interview as a supplement to the Form is not required.

It should be noted, however, that the Interview Summary Form will not normally be considered a complete and proper recordation of the interview unless it includes, or is supplemented by the applicant or the examiner to include, all of the applicable items required below concerning the substance of the interview.

A complete and proper recordation of the substance of any interview should include at least the following applicable items:

- 1) A brief description of the nature of any exhibit shown or any demonstration conducted,
- 2) an identification of the claims discussed,
- 3) an identification of the specific prior art discussed,
- 4) an identification of the principal proposed amendments of a substantive nature discussed, unless these are already described on the Interview Summary Form completed by the Examiner,
- 5) a brief identification of the general thrust of the principal arguments presented to the examiner,
(The identification of arguments need not be lengthy or elaborate. A verbatim or highly detailed description of the arguments is not required. The identification of the arguments is sufficient if the general nature or thrust of the principal arguments made to the examiner can be understood in the context of the application file. Of course, the applicant may desire to emphasize and fully describe those arguments which he or she feels were or might be persuasive to the examiner.)
- 6) a general indication of any other pertinent matters discussed, and
- 7) if appropriate, the general results or outcome of the interview unless already described in the Interview Summary Form completed by the examiner.

Examiners are expected to carefully review the applicant's record of the substance of an interview. If the record is not complete and accurate, the examiner will give the applicant an extendable one month time period to correct the record.

Examiner to Check for Accuracy

If the claims are allowable for other reasons of record, the examiner should send a letter setting forth the examiner's version of the statement attributed to him or her. If the record is complete and accurate, the examiner should place the indication, "Interview Record OK" on the paper recording the substance of the interview along with the date and the examiner's initials.

DRAFT FOR DISCUSSION PURPOSES ONLY

1. (Once Amended) A large screen, interactive, computer-controlled, motion picture theatre video gaming system [for an entertainment facility], comprising:

a motion picture projection screen, disposed in a motion picture theatre screening room, for displaying projected motion pictures;

[a)] a computer;

[b)] video game software executed by said computer, said video game software enabling substantially all of an audience in the motion picture theatre screening room [said entertainment facility] to interactively participate in a single video game;

[c)] a plurality of user stations respectively disposed at a plurality of seats in the motion picture theatre screening room, each user station having (i) communication means, and also having (ii) interface means for receiving user input transmitted from said user stations to said computer via said communication means;

[d)] a video game projector, disposed in the motion picture theatre, and connected to said computer, said computer aggregating said user input to create video game images which are projected [for display] by said video game projector onto said projection screen; and

[e)] [a] said screen displaying the projected [upon which said] video game

images [can be displayed by said projector] during a time when no motion picture is being projected on said screen, such that all of said video images are fully visible from each of said user stations.

2. (Once Amended) A motion picture video gaming system, comprising:
a motion picture projection screen disposed in a motion picture theatre, for displaying motion pictures;

[a)] a computer disposed in the motion picture theatre;

[b)] video game software executed by said computer, said video game software enabling up to at least a few dozen users in the motion picture theatre to participate in a single video game projected on said screen;

[c)] a plurality of game user stations disposed in the motion picture theatre, each having communication means, and also having interface means for receiving game user input transmitted from said game user stations to said computer via said communication means;

[d)] a video game projector connected to said computer, said computer aggregating said game user input to create video images for display by said projector; and

[e)] [a] said screen [upon which] displaying said video images [can be displayed] projected by said projector such that all of said video images are fully visible from each of said game user stations.

3. (Once Amended) A motion picture theatre audience gaming system, comprising:

a motion picture projection screen, disposed in a motion picture theatre screening room, for displaying motion picture images;

[a)] a computer;

[b)] interactive game software executed by said computer, said game software enabling a plurality of members of the motion picture audience [up to hundreds of users] to participate interactively in a single game displayed on said screen at a time when no motion picture images are being displayed on said screen;

[c)] a plurality of user stations disposed in the motion picture screening room, each having communication means, and also having interface means for receiving user input transmitted from said user stations to said computer via said communication means;

[d)] a game projector connected to said computer, said computer aggregating said user input to create game [video] images for display by said game projector; and

[e)] said [a] screen displaying [upon which] said game [video] images [can be displayed] projected by said projector such that all of said game [video] images are fully visible from each of said user stations.

4. (Once Amended) A motion picture theatre gaming system [An entertainment facility], comprising:

[a)] a motion picture screening room [an enclosure] having a plurality of seats to accommodate [an] a motion picture audience;

[b)] a plurality of gaming [user] stations disposed adjacent at least some of said seats;

[c)] a screen, the total area of said screen being visible from each of said gaming [user] stations, said screen for displaying a projected motion picture, and for displaying a game when no motion picture is being displayed on said screen;

[d)] a game projection system for projecting game images on said screen;
and

[e)] a game computer connected to each of said gaming [user] stations and said game projection system, said game computer controlling the game images projected on said screen, said computer receiving user input for display on said screen from said gaming [user] stations.

5. (Once Amended) The system [entertainment facility] of claim 3 wherein said user stations are located at a plurality of [said] seats disposed in said motion picture theatre.

6. (Once Amended) A method for playing [a] an interactive, large screen video game in a motion picture screening room [an entertainment facility], said method comprising the steps of:

[a)] providing a plurality of user stations at a corresponding plurality of [said] seats in said motion picture screening room [entertainment facility];

[b)] providing a user interface to receive user input from each of said user stations;

[c)] integrating game [the] images from said game with said user input by means of a computer; and

[d)] projecting the results of said integrating on a single screen at a time when no motion picture images are being projected onto the screen, said results being visible from each of said user stations.

7. (Once Amended) The method of claim [3] 6 wherein said [entertainment facility is a movie theatre] computer interactively integrates input from said user stations.

8. (Once Amended) The [gaming] system of claim 1, further comprising a game programming interface, said game programming interface comprising a set of software routines, said routines forming a portion of said video game software, said routines providing a programmable interface to said computer, said user stations, said projector and said screen.

9. (Once Amended) The [gaming] system of claim 1, wherein said user stations include structure for accepting [accept] a [game] card to validate a user to play said game software.

10. (Once Amended) The [gaming] system of claim 9, further comprising purchase/credit stations, said stations having credit means to permit a user to add credit to said [game] card.

11. (Once Amended) The [gaming] system of claim 1 further comprising a database, said database containing demographic information for each user of said gaming system.

12. (Once Amended) The [gaming] system of claim 1 wherein said interface means further comprise audio means, said audio means providing sound to said user.

13. (Once Amended) The [gaming] system of claim 1 [wherein said facility is a movie theatre] further comprising encryption structure for encrypting input from a user station.

14. (Once Amended) The [gaming] system of claim 1 wherein said interface means further comprise a virtual reality interface, said virtual reality interface providing to the user a virtual reality environment.

15. (Once Amended) A method of providing large screen, interactive computer gaming in a screening room of a motion picture [operating a commercial] theatre having a projection screen on which motion pictures can be displayed, said method comprising the steps of:

[(a)] providing public access to user stations at a plurality of seats in said motion picture theatre screening room;

[(b)] accepting and validating identification from users at said user stations, allowing said users to engage as players in computer game play displayed on said screen;

[(c)] initiating said game play when said screen is not being used to display a motion picture;

[(d)] accepting input provided by said players via said user stations;

[(e)] aggregating said input to create game images;

[(f)] projecting [displaying] said game images on said projection screen at a time when no motion pictures are being projected thereon; and

[(g)] terminating said game play before said screen is to be used to display a motion picture.

16. (Once Amended) The method of claim 15 wherein said game images comprise video game images [are displayed on said screen].

17. (Once Amended) The method of claim 16, further comprising the step of debiting said [such] user identification in an amount required as payment to engage in said game play.

18. (Once Amended) The method of claim 17 wherein said user identification comprises [is] a smart card, a credit card, or a debit card.

19. (Once Amended) An interactive motion picture theatre entertainment facility, comprising:

a motion picture theatre screening room, having a projection screen and a plurality of seats arranged in rows facing said projection screen;

a projector for [showing] projecting motion pictures on said projection screen;

a game computer;

game software executed by said computer;

a plurality of user stations disposed in said screening room, each having communication means, and also having interface means for receiving user input; and

means connected to said computer for displaying game [video] images on said screen created by said computer in response to said user input, at a time when motion pictures are not being displayed on said screen.

20. (Once Amended) A method of providing interactive entertainment in a motion picture [operating a commercial] theatre having a plurality of seats, comprising the steps of:

at some times projecting [displaying] a motion picture upon a screen in said motion picture theatre after admitting members of the public to view said motion picture [upon payment of an admission fee]; and

at other times, operating computer game software that projects [displays] computer game images on said [a] screen in said motion picture theatre, the images being created by a computer that responds to player input from a plurality of user stations located at said seats.

21. (Once Amended) The method of claim 20 wherein members of the public are allowed to engage as players in said computer game at said user stations after having a payment authorization [an identification] accepted and validated.

22. (Once Amended) The method of claim 20 wherein members of the public are allowed to engage as players in said computer game at said user stations after

having a payment authorization [an identification] accepted, validated, and debited in an amount corresponding to a fee charged for engaging in said computer game.

23. (New) A method of doing business inside a motion picture theatre, comprising the steps of:

receiving payment from a motion picture theatre patron for playing an interactive, computer-controlled game displayed on a projection screen in a motion picture theatre screening room;

authorizing game play at a user station disposed at a seat in the motion picture theatre screening room, after the receipt of payment step;

accepting game inputs from a user at the user station authorized in the authorizing step;

inputting the accepted game inputs into a game computer, and interactively updating the displayed game in response to the inputted game inputs;

projecting the updated game onto said motion picture theatre screen at a time when no motion pictures are being displayed on the screen.

24. (New) A method of doing business in a motion picture theatre, comprising the steps of:

accepting a plurality of interactive game inputs from a plurality of user stations respectively disposed at a plurality of seats disposed in a screening room of the motion picture theatre;

providing the accepted plurality of interactive game inputs to a game computer, said computer updating a computer-controlled game in response to the plurality of interactive game inputs;

generating an updated game display from the updated computer-controlled game;

in an idle period between one motion picture screening and a following motion picture screening, projecting the updated game display onto a motion picture screen in the motion picture theatre screening room.